

Prototype dumped & researched by MOV / MOVGAMES		
GAME SECTION	PROTOTYPE DIFFERENCE	EXTRA NOTES
PRE TITLE	The "Memory Card not found" screen has a completely different UI design, featuring a large blue hot wheels logo and different font to the final game.	
PRE TITLE	The Copyright screen is lacking a lot of the text from the final builds, only including the first paragraph mentioning Mattel's Hot Wheels trademark.	
TITLE SCREEN	The title screen has a different font for the "Press Start Button" text, lacks the "Maximum Justice" tagline the PS2 version used, and features THQ and Beyond Games' logos on the bottom of the screen.	
TITLE SCREEN	The gameplay demos seem to be missing at this point in development.	
TITLE SCREEN	Pressing any button proceeds to the main menu, rather than the final build which requires you to specifically press the Start button.	
MENUS	The main menu is completely different visually, made up of two simple rounded shapes and a greyscale version of the title screen backdrop.	
MENUS	The menus in this build use a rather basic sounding, previously unheard music track which was completely replaced in the final game.	
MENUS	The menus are narrated by Max Justice rather than the Computer voice found in the final game.	
MENUS	The Save Game option is missing from the main menu screen.	
MENUS	A different sound effect is used for moving your cursor on the main menu.	
MENUS	A different visual screen transition is used when switching menu screens, which matches the one used for when the Title Screen appears in both the proto and final builds.	
MENUS	The load game menu has notable visual differences to the final build, once again using the greyscale menu background and featuring mostly different font, a different placement of the "Load Game" text UI box and text differences such as "Last Mod Date" rather than "Mod Date" seen in the final game.	
MENUS	The options menu has no sfx for changing the settings of the difficulty or music/sfx audio levels.	

MENUS	The options menu features an extra setting named "Debug Unlock All" which when set to on automatically unlocks every car and track in the game.	
MENUS	The controller configuration page is completely different visually.	
MENUS	The vehicle select screen has a completely different design to the final game. It uses IRL promo photos or concept art as car icons, features the cars in rows of three rather than side by side in a scrolling list, and shows car stats via stat bars rather than by stat numbers.	
MENUS	All vehicles on the vehicle select screen lack the trademark symbol in their name compared to the final builds.	
MENUS	All vehicles on the vehicle select screen do not have their headlights enabled like the final builds.	
MENUS	The "Stunt" vehicle stat is named "Agility" on the vehicle select screen in this prototype.	
MENUS	The Item Select screen has a completely different design to the final game, with two rows of item icons rather than the scrolling selection in the final game. The items are also in a different order.	
MENUS	The Item Select test item feature is activated with R2 rather than the circle button.	
MENUS	The Challenge Select Menu has a completely different, more barebones design to the final game, being made up of a simple UI box with a list of numbers for each challenge.	
MENUS	Drag Race Map Select screen has a much more basic design in this build, though it does use a similar layout to the final version.	
MENUS	Drag Race is missing the Item Reset option.	
MENUS	Drag Race's options are not currently implemented, as evident by a large flashing red/white text overlay over the Drag Race Options menu UI.	
MENUS	Drag Race loads the map select screen first, rather than the Drag Race Options screen the final build loads first.	
MENUS	Battle Mode loads the Map Select screen first rather than the Battle Options menu screen.	
MENUS	Battle Mode is missing the Item Respawn option on the Battle Options screen.	
MENUS	Battle Mode's default Score settings are set at 10 rather than 5.	

MENUS	Multi-Player menu has a greyed out, unselectable Stunt mode option. This mode is nowhere to be found in the final builds.	
MENUS	The Extras menu option on the main menu does not seem to exist in this build yet, as the option is greyed out and unselectable.	
MENUS	The in game pause menu has no sfx when moving the cursor.	
VEHICLES	This build contains three additional vehicles cut from the final game; Fandango, Jester and Sweet 16 II.	
VEHICLES	The starting vehicle roster is different to the final game; Overbored 454 and At-A-Tude are locked while Surf Crate and the removed Fandango are unlocked by default.	
VEHICLES	All vehicles lack the reflective shiny body effects seen in the final console builds. The PC version notably also lacks this effect.	
VEHICLES	Super Tuned features a red spoiler here, which is more accurate to the IRL 2001 First Editions model.	
VEHICLES	At-A-Tude features an orange spoiler here, which is more accurate to the 2000 Speed Blaster IRL model. This texture can also be found in the final game's builds albeit unused.	
VEHICLES	Overbored 454's name is misspelt as "Overboard".	
VEHICLES	Flashfire's rear spoiler is orange in this build, which is more accurate to the 2001 Mainline IRL model.	
VEHICLES	Mega-Duty's name is misspelt as "Mega Duty", lacking the hyphen.	
VEHICLES	Sweet 16 II's name is bizarrely misspelt as "Sweet 16 11".	
VEHICLES	Hammered Coupe has some unfinished looking texturing on it's main body shell.	
VEHICLES	Hammered Coupe has an unfinished item placement location on it's model, with the items being located in front of the windscreen.	
VEHICLES	Hyper Mite's name is misspelt as "Hypermite".	
VEHICLES	Hyper Mite has an unfinished item placement location on it's model, with the items sat further back and lower down than the final game.	
VEHICLES	Deora II's name is misspelt as "Deora 2".	
VEHICLES	Splittin' Image 2's name is misspelt as "Splitin' Image 2".	

VEHICLES	Splittin' Image 2 has a notably different item placement location on it's model, with the items sat much further forward on top of the engine.	
VEHICLES	Greased Lightnin' has a different item placement location, with the items sat very slightly further forward.	
VEHICLES	Maelstrom's model is slightly unfinished, lacking the Hot Wheels tampo on the left side of it's body as well as the detail on the chrome front and side bumpers.	
VEHICLES	Sol-Aire CX4's name is misspelt as "Sol-Aire CX-4".	
VEHICLES	Surfin' School Bus's name is misspelt as "Surfin School Bus", lacking the apostrophe.	
VEHICLES	Shadow Jet's name is mislabeled as "Locked", even when said vehicle is unlocked. Vehicles are otherwise not named Locked when unavailable either in this build or the final builds, so it may be a leftover of an earlier Vehicle Select revision. This name extends to the other UI such as the post race info.	
VEHICLES	Arachnorod's name is misspelt as "AracnoRod".	
VEHICLES	Krazy 8s model is missing the tampo texture on the windscreen.	
VEHICLES	Vulture has an orange base, front bumper and side skirts rather than the dark grey ones seen in the final builds. This is more accurate to the 2000 First Editions IRL model.	
VEHICLES	HW Prototype 12 has grey windows in this prototype rather than the purple windows seen in the final builds. Unlike the other vehicle texture edits this change made the model more accurate in the final game to the IRL toy.	
VEHICLES	Jet Threat 3.0's name is misspelt as "Jet Threat 3".	
ITEMS	Oil Drum is connected to the cars with a blue tractor beam rather than the solid metal connector seen in the final builds.	
ITEMS	Sonic Boom is connected to the cars with a blue tractor beam rather than the solid metal connector seen in the final builds.	
ITEMS	Armor Repair is connected to the cars with a blue tractor beam rather than the solid metal connector seen in the final builds.	
ITEMS	Super Zapper is connected to the cars with a blue tractor beam rather than the solid metal connector seen in the final builds.	
ITEMS	Ripper Wheels is connected to the cars with a blue tractor beam rather than the solid metal connector seen in the final builds.	
ITEMS	Freon Bomb is connected to the cars with a blue tractor beam rather than the solid metal connector seen in the final builds.	

ITEMS	Freon Bomb has a slightly larger and brighter looking explosion than the final game, it also has a much louder explosion sfx.	
ITEMS	Magnet Mine lacks the flashing light on the top of the item model until the first mine has been fired.	
ITEMS	Magnet Mine's mines do not explode upon contact with geometry, instead hanging there for a set time until they explode.	
LOADING SCREEN	The loading screen features different fonts for the "Velocity" and "Now Loading" text, lacks the Maximum Justice tagline the PS2 version used, and lacks the trademark symbols. The background and Hot Wheels logo are both duller in colour.	
GAMEPLAY: GENERAL	Exiting to the main menu always brings you to the title screen in this prototype, rather than bringing you to the main menu like the final builds.	
GAMEPLAY: GENERAL	There is an X Y Z coordinate on the top of the screen at all times during gameplay.	
GAMEPLAY: GENERAL	The close in game camera is located at a higher angle than the final game camera.	
GAMEPLAY: GENERAL	There are 3 additional in game camera angles available; a really far third person camera, a rotating camera and a static replay camera which locks onto your car.	
GAMEPLAY: GENERAL	Car shadows have not yet been implemented.	
GAMEPLAY: GENERAL	The Save option is missing from the in game pause menu.	
GAMEPLAY: GENERAL	In game text box popups are opaque rather than a solid blue colour like the final builds.	
GAMEPLAY: GENERAL	The interior reverb effect for sound effects is much rougher and more pronounced, to the point of the audio commonly glitching and doubling up on itself a lot of the time.	
GAMEPLAY: GENERAL	All versions of the Underworld map have either missing or broken visuals for the splashing sewer water as you drive through it.	
GAMEPLAY: GENERAL	The in game UI has an additional number meter above the item icon which was removed from the final builds. This displays how much ammo or power you have left of that particular item.	
GAMEPLAY: GENERAL	Breakable objects noticeably slow you down and have some weight to them in this prototype, compared to the final game where they break with no resistance or speed reduction.	

GAMEPLAY: GENERAL	Flags in this prototype usually have an orange base rather than the blue base in the final builds, and either have a different hot wheels logo design on most of them or simple Start & Finish text such as in Challenge 3.	
GAMEPLAY: GENERAL	Monument City has a different deep blue / purple skybox in this prototype.	
GAMEPLAY: GENERAL	The bumpy tunnel road section of Monument City is lacking the barriers on the sides of the upper section. You still cannot drive up there however as the final geometry collision is present.	
GAMEPLAY: GENERAL	Some road textures in Monument City feature a single long line road marking rather than the small rectangle markings seen in those areas in the final game.	
GAMEPLAY: GENERAL	Some lights around Monument City have a green colouration rather than white like the final builds.	
GAMEPLAY: GENERAL	The large lights under the Monument City glass roof section with the gear are lit up rather than turned off, and the area is lacking the red hue and many parked cars it has in the final game.	
GAMEPLAY: GENERAL	Some Monument City tunnels have far more steam / smoke effects than the final game.	
GAMEPLAY: GENERAL	Monument City's straight road after the steam tunnels is missing the street lights on the left side of the road.	
GAMEPLAY: GENERAL	Monument City's THQ Boxes have a slightly different coloured texture.	
GAMEPLAY: GENERAL	Crankshaft Bay's skybox is a much brighter orange / red gradient colour than the final game's more muted skybox.	
GAMEPLAY: GENERAL	Every version of Crankshaft Bay's map in this build is lacking the fog effects seen in the final game.	
GAMEPLAY: GENERAL	The ramp pads in Crankshaft Bay lack the arrow light animations.	
GAMEPLAY: GENERAL	Crankshaft Bay's underwater tunnel features hilariously unfinished fish shoal placeholders made of moving textured octagons in the ocean which were later removed.	
GAMEPLAY: GENERAL	Crankshaft Bay's underwater tunnel features extra blue/green morphing map lighting effects not seen in the final PS2 builds (however the matching car lighting effect is still present).	
GAMEPLAY: GENERAL	Crankshaft Bay's drawbridge area still has the PC exclusive upper paths on both sides of the road, which the final PS2 and Gamecube versions removed.	

GAMEPLAY: GENERAL	Crankshaft Bay has some raised hedges which were removed in the final builds. They additionally have no collision.	
GAMEPLAY: GENERAL	Crankshaft Bay's warehouse interior has moving Mattel boxes on the conveyor belt machines which were removed in the final builds. In Mission 9 and Drag Race the boxes in the left warehouse are moving left to right like the right warehouse, rather than front to back.	
GAMEPLAY: GENERAL	The entrance to the Dockyard in Crankshaft Bay is lacking the engine like objects.	
GAMEPLAY: GENERAL	One of the entrances to Crankshaft Bay's Dockyard lacks the smeared dirt texture on the road from the final builds which helps visually indicate the small path is there.	
GAMEPLAY: GENERAL	The streetlights near the loop in Crankshaft Bay are missing.	
GAMEPLAY: GENERAL	All versions of Burnout Glacier (except the Battle Map) have no BGM implemented.	
GAMEPLAY: GENERAL	All versions of Burnout Glacier's map in this build has the notorious cut area either partially or fully intact, with notable geometry changes to boot such as a couple different buildings and extra jump pads on the roads.	Burnout Glacier's Adventure map has the early level geometry model for this section but it is using level collision which matches the final layout, meaning that you cannot drive past where the walls have been implemented in the final game. Burnout Glacier's Joyride map however has this cut section fully intact albeit in a buggy state, to the point that the original spawn location is located in it.
GAMEPLAY: GENERAL	Underworld's Otto's Lair entrance has some strange metal plates present on both entrances to the tunnel. This was removed in the final builds.	
GAMEPLAY: GENERAL	Underworld's cylindrical tubes and pipes in the large rectangle room have a bright green glowing colouration, this was changed to a very muted non glowing grey/green colour in the final builds.	
GAMEPLAY: GENERAL	The ceiling mounted pistons in Underworld's large rectangular pipe room are badly synced and looped in this build, with one of them very noticeably resetting halfway through an animation cycle.	
GAMEPLAY: GENERAL	The Underworld uranium carts on the suspended rails move at a much slower speed.	
GAMEPLAY: GENERAL	Underworld's various floor vents have a much larger volume of steam effects than the final builds.	
GAMEPLAY: GENERAL	Underworld's 360 degree tunnel's rotating backdrop rotates a lot slower in this prototype.	

GAMEPLAY: GENERAL	Underworld has a broken / different floor texture in front of the entrance to the rotating tunnel, which is of a more dark grey / blue colour.	
GAMEPLAY: GENERAL	Underworld's computer room is missing the extra path around the computer forcefield which contains a gear in the final builds. The collision is also very wonky around the base of the computer platform, and the computer forcefield moves slower than the final game.	
GAMEPLAY: ADVENTURE	The Adventure Story Intro FMV is massively unfinished, with placeholder voice actors, the majority of shots being untextured unfinished mockups (some shots are even storyboard art placeholders) and "She Is Beautiful" by Andrew WK is used in the middle of the video as a placeholder BGM.	
GAMEPLAY: ADVENTURE	No voice acting clips play in game during the few pre Mission cutscenes which exist in this build, however they do exist within the game files.	
GAMEPLAY: ADVENTURE	The dialogue text in the cutscenes is much larger here, and some lines of dialogue do not play.	
GAMEPLAY: ADVENTURE	The scrolling text at the top of the cutscenes is missing in this build.	
GAMEPLAY: ADVENTURE	Max Justice and Gearhead's cutscene sprites and animations are different to the final builds.	
GAMEPLAY: ADVENTURE	The info on how much time is increased or decreased via hitting specific objects displayed upon level load is not implemented yet.	
GAMEPLAY: ADVENTURE	The UI during the best of 3 boss races lacks the "Wins" text next to the current number of wins you possess.	
GAMEPLAY: ADVENTURE	Monument City's map in Adventure uses earlier tree models than elsewhere in the prototype as well as the final builds.	These changes are only seen in the Adventure version of the map, which seems to be in an earlier state of completion compared to all other modes in this prototype.
GAMEPLAY: ADVENTURE	The clock on the starting area building in Monument City Adventure does not function yet, the hands are all stuck at 12.	See above.
GAMEPLAY: ADVENTURE	The metal floor texture is missing in the starting location of Monument City Adventure's map.	See above.
GAMEPLAY: ADVENTURE	The clock tower at the start of Monument City Adventure's map has blue texturing not seen elsewhere in the build or in the final game.	See above.
GAMEPLAY: ADVENTURE	The large wall fans seen on some of the buildings in Monument City are missing in the earlier Adventure map.	See above.

GAMEPLAY: ADVENTURE	The Adventure version of Monument City's map is still using the old model for Nitro's hideout here, which is also seen in the multiplayer map Treadwell Plaza in the final builds.	This building is using the final model elsewhere in this prototype, confirming that Treadwell Plaza must be using a REALLY old revision of the city map as a base.
GAMEPLAY: ADVENTURE	The collision on the bumpy road outside of Nitro's hideout is not lined up correctly with the walls on Monument City Adventure's map, allowing you to drive part way into the wall.	See above.
GAMEPLAY: ADVENTURE	The green road signs are missing from Monument City Adventure's map.	See above.
GAMEPLAY: ADVENTURE	Monument City Adventure has some windmills at the U turn down the left path near the starting position, these were removed in the final builds as well as elsewhere in this prototype.	See above.
GAMEPLAY: ADVENTURE	One of the Monument City Adventure wall textures is different in this build, with plain grey bricks rather than the more ornate wall texture seen in the final builds.	See above.
GAMEPLAY: ADVENTURE	The Joyride Gears and Key are still present in Monument City's Adventure Missions	
GAMEPLAY: ADVENTURE	Mission 1 has a completely different pickup setup, and completely lacks any of the time reducing objects.	
GAMEPLAY: ADVENTURE	Mission 1's factory ambush relating to the objective "Disable 2 Enemies At The Factory" has not yet been implemented.	
GAMEPLAY: ADVENTURE	Vulture and Evil Twin appears as CPU opponents in Mission 1, the final builds instead use Flashfire and Hammered Coupe.	
GAMEPLAY: ADVENTURE	Mission 2 has a completely different pickup setup, and completely lacks almost all of the time reducing objects. The ones which are present on the map do not reduce time when hit.	
GAMEPLAY: ADVENTURE	Mission 2 features a text popup once you reach the roadworks just before the bridge ambush, which reads "Road Closed Ahead!!! Take A Right". This was removed in the final builds.	
GAMEPLAY: ADVENTURE	Mission 2 uses a different camera angle when showcasing the bridge exploding.	
GAMEPLAY: ADVENTURE	Mission 2's ambush after the bridge collapse has two Evil Twin attack you, who spawn from behind your vehicle. The final build features a Muscle Tone and Flashfire instead, who spawn in front of your vehicle behind some buildings.	


GAMEPLAY: ADVENTURE	The left road after the gate that opens after Mission 2's bridge explosion ambush has a rendering error in this build, where it only appears after you have driven down it some distance. Additionally, this road has multiple barriers blocking off that portion of the map in this build and they only spawn once the rest of that level chunk loads, effectively trapping you between them. The final build removed these barriers.	
GAMEPLAY: ADVENTURE	The roadworks roadblock just after the right hand turn after the bridge ambush in Mission 2 is missing in this prototype.	
GAMEPLAY: ADVENTURE	The road to the left of the Tire Factory in Mission 2 is blocked off by roadworks rather than the large gate seen in the final builds.	
GAMEPLAY: ADVENTURE	The square marker for the Bomb in Mission 2 is yellow rather than green.	
GAMEPLAY: ADVENTURE	X3 Evil Twin spawn in front of you once you pick up the Bomb, who seem to have no AI enabled yet as they do not move. The final game spawns enemy vehicles later into the level and instead uses Flashfire, Muscle Tone and Hammered Coupe.	
GAMEPLAY: ADVENTURE	All of the stopwatch pickups and obstacles for the "Dispose Bomb At The Abandon Building" portion of Mission 2 have not been implemented yet.	
GAMEPLAY: ADVENTURE	Mission 2 uses a different camera angle for the building exploding.	
GAMEPLAY: ADVENTURE	Mission 3-14's pre level cutscenes are missing.	
GAMEPLAY: ADVENTURE	Mission 3's first objective in the final game, "1. Get To The Bank", has not been implemented yet. Due to this you also start the mission next to the money pickup location.	
GAMEPLAY: ADVENTURE	The Muscle Tone which steals the money pickup in Mission 3 is not present in this build.	
GAMEPLAY: ADVENTURE	Evil Twin is used as the CPU enemies in Mission 3 in this prototype, the final game uses Flashfire, Muscle Tone and Hammered Coupe.	
GAMEPLAY: ADVENTURE	When reaching the marker for the race against Nitro in Mission 3, a strange empty UI popup appears with a square button prompt. Pressing square moves onto the race.	
GAMEPLAY: ADVENTURE	Nitro drives a Vulture in this prototype, rather than the Jaded he uses in the final game.	
GAMEPLAY: ADVENTURE	The parked vehicle roadblock near the end of race 1 in Mission 3 is missing.	

GAMEPLAY: ADVENTURE	Weapon pickups are still spawned in during Mission 3's Nitro races and can be picked up and used. The final builds removed weapons from the boss races. If Nitro is destroyed the game counts it as an immediate win.	
GAMEPLAY: ADVENTURE	Mission 4 & 5's starting location is somewhat further back into the garage entrance than the final game.	
GAMEPLAY: ADVENTURE	The stopwatch pickups which increase and decrease your time left are not implemented into Mission 4 yet, the mission instead gives you a much larger amount of time to reach the Arena.	
GAMEPLAY: ADVENTURE	The enemy CPU spawn much earlier into Mission 4, and use Evil Twin rather than the final game's Muscle Tone and Flashfire CPU. They are also MUCH more aggressive.	
GAMEPLAY: ADVENTURE	The cutscene after reaching the Arena marker in Mission 4 is not present in this build, it instead cuts straight to the objective overview confirmation screen.	
GAMEPLAY: ADVENTURE	The CPU inside the Arena in Mission 4 are Vulture rather than the Power Pistons seen in the final game.	
GAMEPLAY: ADVENTURE	Mission 5's arrow advises you to take the right road at the start of the level, rather than the left path the final game uses. The right path is generally unbeatable in the final game however the increased time limit in this prototype makes both routes valid.	
GAMEPLAY: ADVENTURE	Mission 5 features enemy CPU Vultures during the first objective, the final game does not feature any CPU until later.	
GAMEPLAY: ADVENTURE	Mission 5's cutscene of the train arriving has not been implemented yet.	
GAMEPLAY: ADVENTURE	Mission 5 has an Atom Blaster pickup placed in front of the breakable rock rather than the Super Zapper seen in the final builds.	
GAMEPLAY: ADVENTURE	Mission 5's cutscene of the train crashing into the fallen rock has only been partially implemented; the camera angle is different and the train is missing, but the rock does fall onto the train tracks.	
GAMEPLAY: ADVENTURE	Mission 5 has a different third objective in this build: "Get To The Uranium Mines". This involves driving back to the mineshaft area on Turbine Sands' map.	

GAMEPLAY: ADVENTURE	Mission 5's fourth objective in this prototype, "Retrieve The Uranium, And Take It Home", is what later becomes the third and final objective of Mission 5 in the final game, but it also has differences. The enemy CPU spawn in the mine, are made up of Evil Twin rather than the Power Pistons CPU seen in the final, and do not drive in a convoy. You do however deliver the Uranium to the same spot as the final game.	
GAMEPLAY: ADVENTURE	Mission 6's starting location is very slightly further forward than the final game.	
GAMEPLAY: ADVENTURE	Mission 6's first objective "Deliver The Uranium To Belcher" does not have the enemy CPU implemented yet.	
GAMEPLAY: ADVENTURE	Mission 6's second objective "Beat Belcher To Downtown Area" has not been implemented yet, it instead skips straight to the Belcher battle which takes place at the Ghost Town and not Downtown.	
GAMEPLAY: ADVENTURE	Mission 7 has the left road at the starting location blocked off by a barrier; this was removed in the final builds.	
GAMEPLAY: ADVENTURE	Mission 7's first objective "Get To The Roller Coaster" does not have any of the time reducing objects or enemy CPU implemented yet.	
GAMEPLAY: ADVENTURE	Mission 7's cutscene showing all the map fragments has not been implemented yet.	
GAMEPLAY: ADVENTURE	Mission 7's green arrows showing the location of the map fragments do not exist yet.	
GAMEPLAY: ADVENTURE	Mission 7's Map Fragments are misnamed as "Map Fragmet" when you collect them in this prototype.	
GAMEPLAY: ADVENTURE	The time increase pickups have not been implemented into Mission 7 yet.	
GAMEPLAY: ADVENTURE	Mission 7's fourth objective "Protect Sparky" has not been implemented yet in this build.	
GAMEPLAY: ADVENTURE	Sparky is driving an MS-T Suzuka in this prototype rather than the Hyperliner seen in the final game.	
GAMEPLAY: ADVENTURE	Mission 8 has the right road path at the starting position blocked off with a barrier in this build, the final builds removed this barrier.	
GAMEPLAY: ADVENTURE	Mission 8's second objective uses Evil Twin CPU rather than the Greased Lightnin' CPU in the final builds.	

GAMEPLAY: ADVENTURE	Mission 8's third objective, "Locate Hidden Car", has the marker located inside of the bowl in the scrapyard area rather than next to the Maelstrom. Said Maelstrom car has not been implemented yet either.	
GAMEPLAY: ADVENTURE	Mission 8's fourth objective "Disable 3 Vehicles" is present and largely identical, but is not listed in the level goals yet.	
GAMEPLAY: ADVENTURE	Mission 9 has the right road path at the starting position blocked off with a barrier in this build, the final builds removed this barrier.	
GAMEPLAY: ADVENTURE	Mission 9's CPU you encounter driving to the first objective's marker are armed and much more aggressive than the CPU in the final game.	
GAMEPLAY: ADVENTURE	Mission 9's first objective's marker at the docks has three invincible crates surrounding it in this prototype, the final builds removed them.	
GAMEPLAY: ADVENTURE	Mission 9's second objective "Battle At The Docks" uses Super Tuned CPU rather than the Greased Lightnin' CPU seen in the final builds. They also spawn by breaking out of the invincible crates from the above entry rather than simply spawning in the general area.	
GAMEPLAY: ADVENTURE	When reaching the marker for the race against Fast Lane in Mission 9, a strange empty UI popup appears with a square button prompt. Pressing square moves onto the race.	
GAMEPLAY: ADVENTURE	Fast Lane drives a Vulture rather than Splittin' Image 2 during her boss race in Mission 9.	
GAMEPLAY: ADVENTURE	Mission 10's second objective in this prototype, "Get To The Rocket", has you following three Vulture to the Rocket site rather than Otto in the HW Prototype 12.	
GAMEPLAY: ADVENTURE	Mission 10's cutscene of the Rocket location's doors opening has not yet been implemented in this prototype.	
GAMEPLAY: ADVENTURE	Mission 10's UI popup for when you reach objective 3, "Destroy The Rocket", has a different rotating camera angle showing the rocket model than the final game.	
GAMEPLAY: ADVENTURE	Mission 10 is completely lacking any of the time reducing obstacles or point pickups in this prototype.	
GAMEPLAY: ADVENTURE	The prototype freezes after completing Mission 10, and sometimes locks up at the beginning of the final objective.	

GAMEPLAY: ADVENTURE	Mission 11's first objective "Get To The Meeting Place" completely lacks the stopwatch time increase pickups and time decreasing obstacles in this build, instead it features a vastly increased time limit and Evil Twin enemy CPU.	
GAMEPLAY: ADVENTURE	Mission 11's objective "Rendezvous With Slick" uses Evil Twin CPU rather than the Crazy 8's CPU seen in the final game. It also forces you to take the other path out of the lava room than the final game does.	
GAMEPLAY: ADVENTURE	Slick uses a Sho-Stopper rather than Vulture in Mission 11.	
GAMEPLAY: ADVENTURE	Mission 12 uses Evil Twin enemy CPU rather than the Flashfire enemy CPU seen in the final builds.	
GAMEPLAY: ADVENTURE	Mission 12's second objective "Destroy 4 Power Boxes" has not been implemented yet, furthermore after picking up the Temporal Transmission the prototype makes you drive the opposite way around the map to get to Rupert.	
GAMEPLAY: ADVENTURE	Rupert drives a Vulture during his Mission 12 boss race in this prototype instead of the Arachnorod seen in the final builds.	
GAMEPLAY: ADVENTURE	The finish line during the first of Rupert's races in Mission 12 is located inside of the castle courtyard here, rather than being pushed back further down the road in the final builds.	Interestingly, the final game's second race still starts at this prototype's finish line location for the first race, causing a slight discrepancy.
GAMEPLAY: ADVENTURE	The prototype freezes after completing Mission 12.	
GAMEPLAY: ADVENTURE	Mission 13's first objective "Locate All 5 Keys" has not been implemented yet.	
GAMEPLAY: ADVENTURE	Mission 13's second and third objectives are combined in this prototype, with you fighting all 4 Boss characters at once.	
GAMEPLAY: ADVENTURE	Mission 13 is lacking all of the mine hazards seen in the final game.	
GAMEPLAY: ADVENTURE	The prototype freezes after completing Mission 13.	
GAMEPLAY: ADVENTURE	Mission 14 does not have the mines, stopwatch pickups or time reducing obstacles implemented yet, instead it has some Evil Twin CPU dotted around the first section of the map.	
GAMEPLAY: ADVENTURE	The Quantum Annihilator has not been implemented into Mission 14 yet, and due to this you do not travel into the storage room to find it. Instead the prototype has you pick up a Super Zapper to destroy the Computer.	

GAMEPLAY: ADVENTURE	Mission 14's cutscene's camera angle showing Otto driving off after the Computer is destroyed is different to the final game.	
GAMEPLAY: ADVENTURE	Mission 14 does not have the mines implemented yet when chasing Otto to the final battle arena.	
GAMEPLAY: ADVENTURE	Mission 14's doors are implemented but their animations are unfinished, with them simply popping into or out of existence in the cutscenes. They are also untextured.	
GAMEPLAY: ADVENTURE	The prototype freezes after completing Mission 14. The credits do not seem to be implemented in this build either.	
GAMEPLAY: CHALLENGE	The gears in Challenge 2 & 5 are coloured red (like the Joyride gears) rather than green. This extends to the UI icon.	
GAMEPLAY: CHALLENGE	Collecting a gear displays the text "Bonus Sprocket" rather than "GEAR COLLECTED!".	
GAMEPLAY: CHALLENGE	Challenge 5 has a completely different layout from Gear 12 onwards; the path travels down the first left turn immediately after Gear 12 instead of travelling down to the end of the street and turning left, and notably finishes by driving up the vertical 180 degree ramp and jumping off upside down. The Gear usually placed in the middle of the building wall ride section is also in a different spot.	
GAMEPLAY: JOYRIDE	All Joyride maps only feature 5 Gears each to collect rather than 10 Gears.	
GAMEPLAY: JOYRIDE	A timer displaying 1:00 is seen in Joyride when first loading in, this vanishes once you click to proceed from the text popup.	
GAMEPLAY: JOYRIDE	Monument City Joyride has a glitched texture on the right side of one of the Pizza shops which tends to be replaced by random other textures, such as the game font or the UI graphics for the Gears.	
GAMEPLAY: JOYRIDE	Some additional Hot Wheels billboards can be seen in Monument City Joyride at the section after the steam tunnels.	
GAMEPLAY: JOYRIDE	The Gear in Monument City Joyride obtained from hopping over rooftops and through buildings next to one of the big loops is instead replaced by the Key in this prototype, with the Gear instead pushed back into the middle of the tunnel going through the building. The key can be found near the bridge ambush area in the final game.	
GAMEPLAY: JOYRIDE	The Gear in Monument City Joyride obtained from jumping on top of the Fast Food shop is instead a Sonic Boom pickup in this prototype.	

GAMEPLAY: JOYRIDE	The Gear in Monument City Joyride next to Nitro's hideout is missing in this prototype.	
GAMEPLAY: JOYRIDE	Turbine Sands Joyride lacks the coloured lighting at the garage spawn location.	
GAMEPLAY: JOYRIDE	The Key and Gears on Turbine Sands Joyride are located at the very start of the map on either side of your starting location in debug placeholder locations.	
GAMEPLAY: JOYRIDE	Some of the lights around the starting area in Turbine Sands Joyride are missing.	
GAMEPLAY: JOYRIDE	Turbine Sands Joyride is missing many breakable objects found throughout the map such as many of the parked cars and boxes.	
GAMEPLAY: JOYRIDE	Turbine Sands Joyride's warehouse interior is completely black in this prototype.	
GAMEPLAY: JOYRIDE	One of the large parked trucks in Joyride Turbine Sands (close to the Ghost Town) is an off white colour rather than dark blue.	
GAMEPLAY: JOYRIDE	The destructable rocks in Turbine Sands Joyride have an unfinished break effect.	
GAMEPLAY: JOYRIDE	Turbine Sands Joyride's Stunt Arena has an extra hay bale compared to the final PS2 builds.	
GAMEPLAY: JOYRIDE	Turbine Sands Joyride's windmills rotate slightly slower than the final build.	
GAMEPLAY: JOYRIDE	Crankshaft Bay Joyride's spawn location is different to the final builds. The starting building from said final builds also has a missing wall texture.	
GAMEPLAY: JOYRIDE	The Key and Gears on Crankshaft Bay Joyride are located in the warehouse area next to spawn in debug placeholder locations.	
GAMEPLAY: JOYRIDE	Some wall details on Crankshaft Bay Joyride are missing, such as the wall lights and metal wall objects near the Rollercoaster area.	
GAMEPLAY: JOYRIDE	The two large engine themed buildings located next to Crankshaft Bay Joyride's Rollercoaster and the final build level start garage are missing.	
GAMEPLAY: JOYRIDE	The Gas Station located near Crankshaft Bay Joyride's Rollercoaster is missing all of the gas pump objects.	
GAMEPLAY: JOYRIDE	Crankshaft Bay Joyride has some unfinished geometry lighting effects, such as on some of the buildings.	

GAMEPLAY: JOYRIDE	The drawbridge in Crankshaft Bay Joyride raises and lowers in this prototype rather than staying static like the final builds. It also has a more blueish colouration than the final game.	
GAMEPLAY: JOYRIDE	The skybox in Burnout Glacier Joyride is completely unfinished, with a vastly unfinished texture (the top half being entirely missing) and no smoothing to it's shape.	
GAMEPLAY: JOYRIDE	Burnout Glacier Joyride has a falling snow effect that is not seen in the final build or any other version of the map in this prototype.	
GAMEPLAY: JOYRIDE	The Key and Gears on Burnout Glacier Joyride are located on the freeway overpass near the very start of the map in debug placeholder locations.	
GAMEPLAY: JOYRIDE	The lava room in Burnout Glacier Joyride is missing the coloured lighting and lit up spotlights.	
GAMEPLAY: JOYRIDE	Burnout Glacier Joyride's lava room's rock mounds are very unfinished, with black holes on their model texture.	
GAMEPLAY: JOYRIDE	Burnout Glacier Joyride's lava does not damage or respawn you yet, you can drive on it like normal ground.	The lava in Adventure works like the final Console builds (respawns you and takes no damage).
GAMEPLAY: JOYRIDE	Burnout Glacier Joyride's uphill Castle section just after the loop is completely unfinished, being made up of nothing but rough textureless white geometry.	These changes are only seen in the Joyride version of the map, which seems to be in an earlier state of completion compared to all other modes in this prototype.
GAMEPLAY: JOYRIDE	Burnout Glacier Joyride has a geometry change after the castle, where the road has a small jump rather than the simple downwards slope seen in the final game.	See above.
GAMEPLAY: JOYRIDE	Burnout Glacier Joyride has geometry changes to the section with the two one way roads; this prototype lacks the sheer drops at the end allowing you to drive down both roads either way. The final game raised the right path on each side to be too high for you to get back on.	See above.
GAMEPLAY: JOYRIDE	The circular spiral road in Burnout Glacier Joyride has some notable changes; it has no barriers allowing you to jump to a different section of road as well as a small bowl at the bottom of the area which you can drive in.	See above.
GAMEPLAY: JOYRIDE	Underworld Joyride's start location is slightly further forward than the final game's location.	
GAMEPLAY: JOYRIDE	The Key and Gears on Underworld Joyride are located at the very start of the map on either side of your starting location in debug placeholder locations.	

GAMEPLAY: JOYRIDE	Underworld Joyride has the moving sewer gates used in some Adventure and Challenge maps present, they were removed from the Joyride version of the map in the final builds.	
GAMEPLAY: DRAG RACE	Crankshaft Bay's Drag Race still has the Gears and Bonus Key from Joyride present in the map, and in the same placeholder location to boot.	
GAMEPLAY: BATTLE	Warehouse District still has the PC exclusive Bulldozer object which was removed in the final console builds.	
GAMEPLAY: BATTLE	Warehouse District has much brighter level lighting and has a constantly colour changing skybox.	
GAMEPLAY: BATTLE	The lava in Combustion Caldera damages you and takes you down to 0 health, exactly like the PC final build. The console final builds changed this so that you take no damage when falling in.	
GAMEPLAY: BATTLE	One of the pillars in Sewer Pipe Arena has no collision.	
GAMEPLAY: BATTLE	Sewer Pipe Arena has a much faster sewer gate than the final version of the map.	
MISC	The game save icon is using the model from Beyond Games' last project, Motor Mayhem. The save name is also misspelt as "HotWheels Velocity X" rather than "Hot Wheels Velocity X".	
GAME FILES	The Adventure Mode bosses have unused Win & Lose quotes in this build which were completely removed in the final game (outside of Fast Lane's Lose quote where the second half is used as one of the several win quotes). They are also stored with the general dialogue, rather than in the WORLD files.	
GAME FILES	This build contains 3 XPS files which were removed from the final PS2 builds: HW_IT_PC.XPS, HW_MUSAK.XPS & HW_SSEQ.XPS	SSEQ.XPS contains earlier voice recordings for Mission 1's cutscene, featuring the earlier VA for Max Justice also heard in the early Mission Mode FMV in this build as well as early placeholder Gearhead and Computer voice actors.
GAME FILES	Despite not playing in game, the HWB_Mxx.XPS files on the game disc contain a near complete pre final set of dialogue audio files. Gearhead and the Computer's voice lines are the raw VA takes with no effects applied to them, whereas Metacog has different audio effects applied to his voice lines than what the final game uses. Additionally, a bunch of win & lose boss quotes are found in these files, almost all of which were not used in the final game (and the one which was, Fast Lane Win, was cut in half and downgraded in quality).	